

Equipment Construction

Please note: All equipment must be approved by a Safety Marshal before use.

All weapons must be padded safely, and may not have sharp edges or hard parts that are likely to strike others (such as on the guard or pommel). Spikes that could hurt eyes will be adjudicated very carefully. Any weapon that causes bruising or significant pain when used normally will not be approved.

Weapon Requirements & Definitions

Hand Weapons

These weapons are between 16" and 22" long from butt to tip, and include daggers, small hatchets, and saps.

Short Weapons

These weapons are between 22" and 36" long from butt to tip, and include shortswords, maces, hand axes, and other similar weapons.

Long Weapons

These weapons are between 36" and 48" long from butt to tip, and include longswords, bastard swords, long maces and morningstars.

Throwing Weapons

Should be constructed for safety and softness. Particularly large thrown weapons may be ruled illegal by Staff as they tend to be both hard and heavy. Common thrown weapons include rocks and throwing daggers. Thrown weapons can include weighting, but cannot include a rigid core.

Bows

Bows need not be padded, but sometimes padding on the very tips is advisable. Arrows or arrowheads must be designed as LARP arrows from an approved source (no handmade arrowheads are allowed). Bows may be of no greater than 35 pound pull. Nearly all shots should be done using a partial draw of the bow, with a full draw only allowed at extreme ranges. By default, bows and crossbows take any damaging attack as a Shatter effect.

Crossbows

Crossbows are also allowed, but it can be difficult to find or create crossbows that are safe, as one cannot half-draw a crossbow, and low-strength crossbows are often rare. Crossbows may not have a draw weight of more than 25 pounds. They may not have any sharp or dangerous protrusions. Bolts or bolt heads must be designed as LARP bolts from an approved source (no handmade bolt heads are allowed). Crossbows may not be fired at an individual that is close enough to hit with a melee weapon.

Currently accepted LARP arrow and bolt sources: [Gorg the Blacksmith](#), [B3](#), [iDV Engineering](#) (Flat Head Only). If you have another professional source you would like to use, please contact Staff for approval.

Great Weapons

These weapons must be longer than 48" in length to a maximum of 90." Great weapons often strike with greater force than normal weapons and should be well padded. Polearms should have padded hafts and should be safe should someone be struck with the haft. You may block attacks with it wielded in one hand but to deal damage or Effects with the great weapon it must be wielded in two hands.

Polearm

A Great Weapon with a length between 61" and 90", they otherwise follow all other requirements of a Great Weapon.

Staves

These are weapons that are fully padded and have no handle or haft. These weapons must be at least 36" long, to a maximum length of 72." You may block attacks with it wielded in one hand but to deal damage or Effects with the staff it must be wielded in two hands. These are not great weapons (which do have a handle or haft).

Other Weapons

Other weapons are generally allowed. Using the rules above, a Staff member can determine if the weapon is legal and how it should be categorized. We recommend discussing any creative/alternative designs with Staff before investing time or money.

Shields

Shields must be well-padded and may be no smaller than 9" in any dimension, except thickness. Shields must always be safe and should have enough padding on the edges that no hard core can be felt. They should never be used for punches, rushes, or bashing.

The following table shows the maximum values for the different classifications of shields based on "taut-string perimeter:" the length a string would be if it were pulled taut around the outside of the shield. This will ignore voids in the shield. No shield may have a taut-string perimeter of more than 125 inches.

Shield Type	Buckler	Small	Medium	Large	Great
Perimeter	Up to 38"	39"-63"	64"-94"	95"-106"	107"-125"

Representing Physical Armor

The main requirement for "repping" physical armor is that it is built in such a way as to believably model the armor it is meant to be. When viewed from more than a few feet away plate mail should appear to be made of steel plates, leather armor should appear to be made from boiled or tanned hides, etc. All groups within The Wellspring have a fantasy edge to their armor and armaments - Armor representations that are clearly from modern earth are not allowed.

Gear fabricated out of modern or alternative materials must be fully and convincingly disguised as an in-genre material. If there are any doubts or concerns, please talk with Staff ahead before you invest time or energy in something that might be disallowed at the game. The goal of the experience is to add to the immersion of all players. Although Staff has final judgment on all armor values and representations, unless there is a need for adjudication, the players should be able to judge and value their own armor.

Spell Packets

Packet Colors

Packets may be made of any color cloth, ideally something that can be easily seen to retrieve after being thrown. Players should avoid obtrusively modern patterns on packet fabric.

Packet Construction

Packets are small balls that are made out of cloth and bird seed. Small bird seed varieties should be used, and even sunflower seeds should be avoided if possible. Rice and other materials (like sand) may **not** be substituted. To make the packet, place a small pile of it in the center of a square or circle of cloth approximately 6 to 7 inches across. The fabric is then gathered up around the birdseed and held together (often with a rubber band or stitching). Spell-packets should be loose, rather than tight.